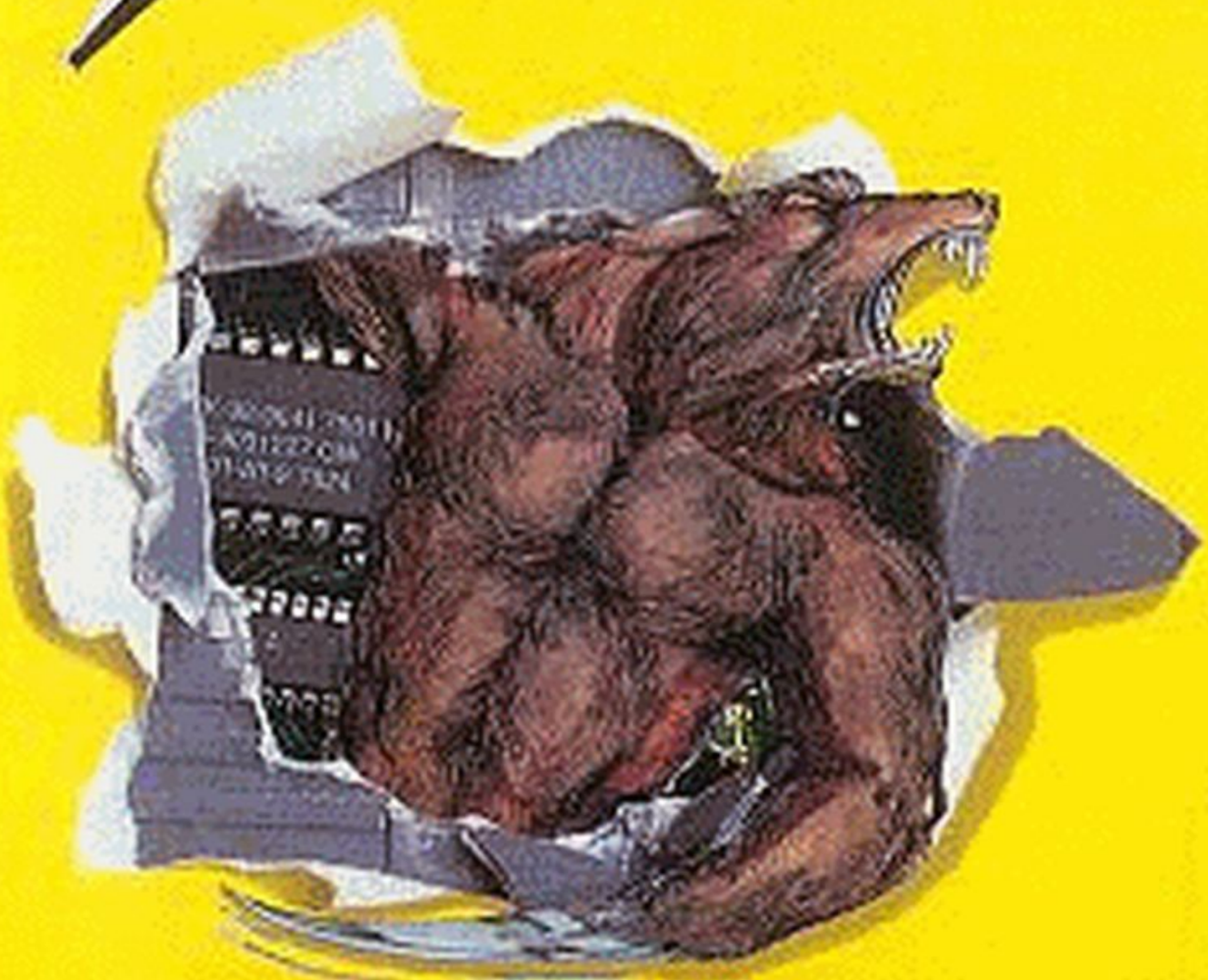
WEREWOLF

THE LAST WARRIOR™

NES-WB-USA

INSTRUCTION MANUAL



DATA EAST

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Please read this instruction booklet to ensure proper handling of your new game and then save the booklet for future reference.

PRECAUTIONS

1) Always turn the power off before inserting or removing the Game Pak from your Nintendo Entertainment System.
2) This is a high-precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
3) Avoid touching the connectors, and do not get them wet or dirty. Doing so may damage the game.
4) Do not clean with benzene, paint thinner, alcohol or other such solvents.

LICENSED BY NINTENDO® FOR PLAY ON THE

Nintendo ENTERTAINMENT SYSTEM®

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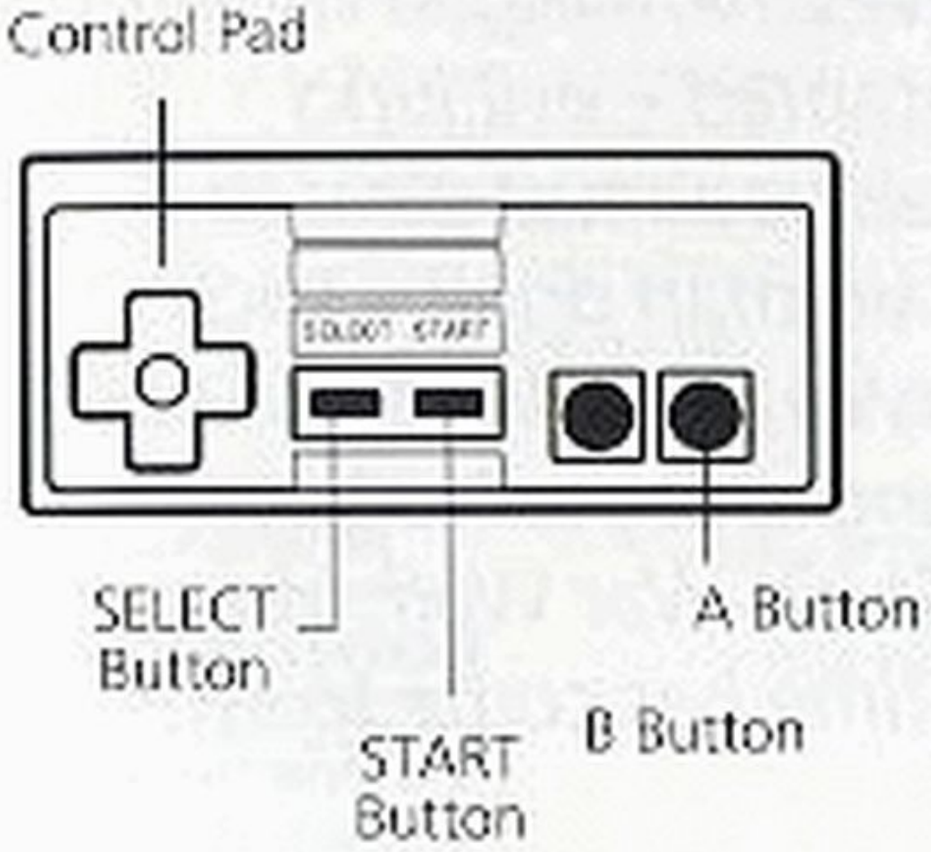
Official Nintendo Seal of Quality

It's official when you see this seal. It's Nintendo's way of telling you that this product has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®.

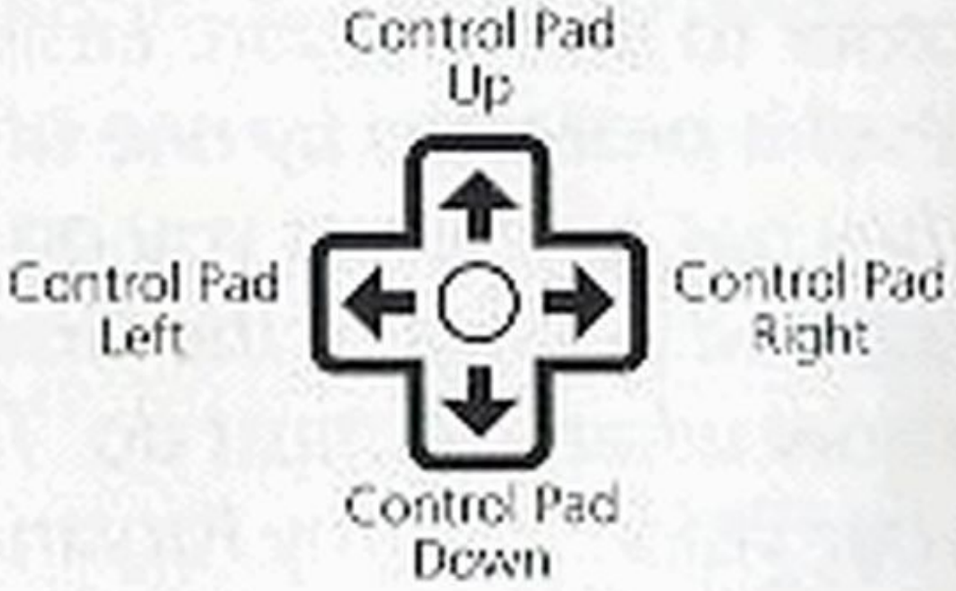
"I WILL DESTROY YOU, FARYAN..."

But in order to get to Faryan, you've got to battle your way past his army of death slaves. Nothing in Faryan's New World can be taken for granted – evil lurks everywhere. There are five levels you must clear in order to reach Faryan. Easier said than done – each level is protected by one of Faryan's Level Bosses. And they get gnarlier as you go along. But you've been granted powers of the Great Spirit, War Wolf. You know what you must do. The time has come to live your vision. Destroy Faryan.

NAMES OF CONTROLLER PARTS



This manual refers to the following directions:



OPERATING INSTRUCTIONS

CONTROL PAD:	Moves your character in the direction you point.
A BUTTON:	Punch.
B BUTTON:	Jump.
START BUTTON:	Pause the game. Press it again to start.
SELECT BUTTON:	Press during *Pause* to see SCOREBOARD.

GETTING STARTED

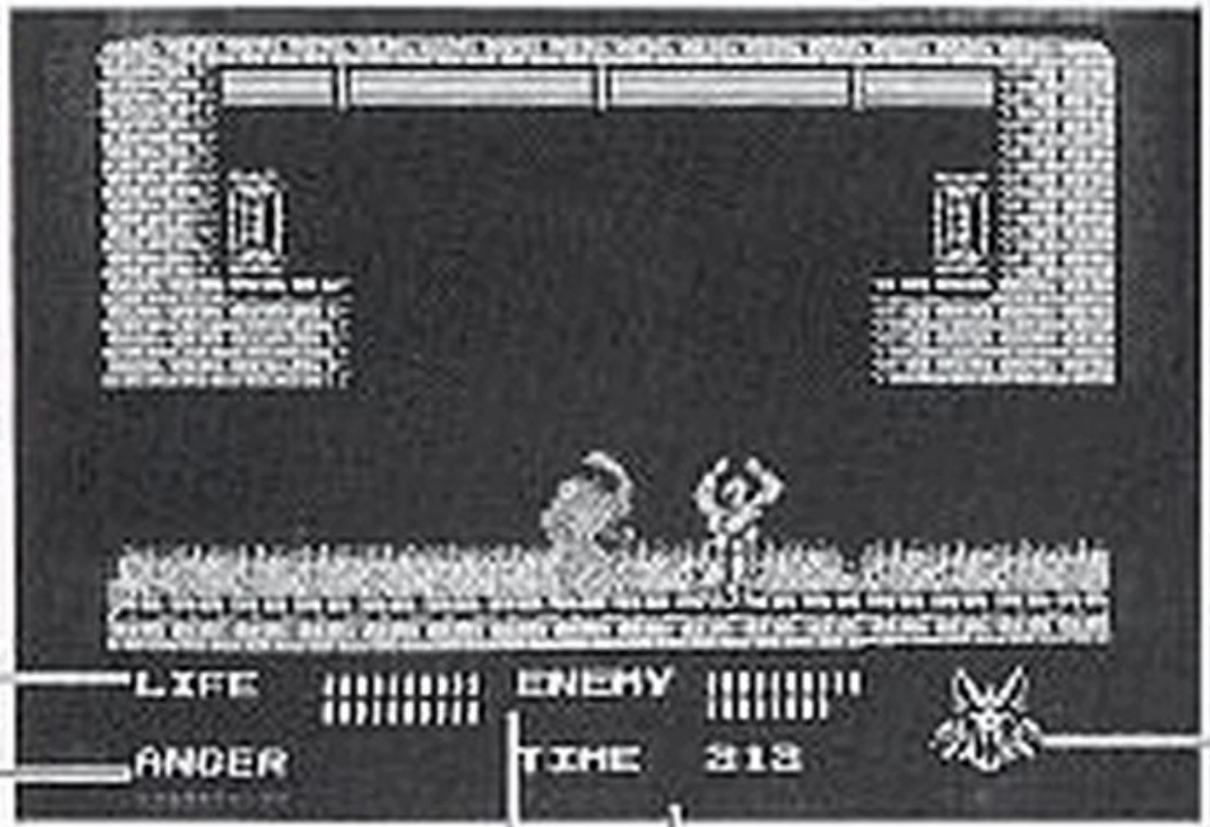
You've been through a lot in the past four weeks, War Wolf – you're probably ready to go:

- Press *START BUTTON* at the title screen to proceed.
- Press *CONTROL PAD UP* and *DOWN* to select a one-player or two-player-alternating game.
- Press *START BUTTON* to begin play.
- You can press *START BUTTON* to move past any dialog screens if you've already read them.

You begin the game with five lives. If you lose a life, choose CONTINUE to keep playing from that spot. You may keep selecting CONTINUE until you run out of lives, at which point you will be forced to start again from the beginning.

THE GAME SCREEN

The SCOREBOARD lets you know how many lives you have remaining and your current score. To reach the SCOREBOARD from the GAME SCREEN, press *START BUTTON* and then *SELECT BUTTON*. Press *START BUTTON* to return to the GAME SCREEN.



LIFE
How much damage you can sustain before you lose a life.

ANGER
How much anger you have built up.

STATUS
Shows your current mutation status – Human, Werewolf or Super Werewolf.

TIME
How much time you have left to clear the current level.

ENEMY
How much damage an enemy on the screen can sustain.

FARYAN'S NEW WORLD

Throughout Faryan's New World, the Great Spirit still lives – offering War Wolf strength and support throughout his journey. You will reveal the Great Spirit's treasures whenever you kill one of Faryan's death slaves. You will also find them hidden throughout the game. Here's what to look for:

A red "W" allows you to transform from Human to Werewolf.

The small white Power Bubble builds your ANGER points. Collect five while you're in Werewolf mode and you will be transformed into Super Werewolf.

Faryan will try to trick you with a blue "W," which will transform you from Super Werewolf or Werewolf back to Human. If you're already human, it will make you lose LIFE points. However, there is a way to turn the tables on Faryan and use his blue "W" in combination with a red one to go directly to Super Werewolf status.

The Healing Source will restore one LIFE point.

A red Power Bubble will destroy all enemies on the screen as soon as you touch it.

The Giant Healing Source will restore all your LIFE points.

There are also giant red Power Bubbles that will make you invincible to all enemies for a short period of time.

Some of your enemies will be carrying guns. Kill them and you can pick up the gun they leave behind – but you only get one bullet so use it wisely.

The Points Bonus will build your score.

You can gain more TIME by grabbing the hourglass.

1 UP gives you an extra life. You also pick up an extra life when you hit 50,000 points.

SPECIAL POWERS

War Wolf

You start the game as Chief War Wolf. As War Wolf you may unleash the strength of the Great Spirit within you to shoot a Power Ray at your enemies. To let fly the Power Ray, hold down *A BUTTON* until War Wolf begins to glow, then release *A BUTTON* to shoot.

Werewolf

Once you have transformed into Werewolf, all of your abilities are enhanced by the powers given you by the Great Spirit. As Werewolf, your Power Ray will send shock waves throughout the entire screen and inflict great damage on everything there. Due to the strength of this weapon, you too will suffer damage and lose LIFE points when you use the Power Ray as Werewolf.

In addition, once you are Werewolf, you have four additional powers:

Crawling: You will be able to crawl into low tunnels and areas that War Wolf is unable to enter. To crawl into these areas just point in the direction of the tunnel you wish to enter.

Back-Flips: As Werewolf, you may use your speed and strength to do back-flips that allow you to avoid certain kinds of trouble. To do a back-flip, press *A BUTTON* and *B BUTTON* at the same time.

Climbing: The Great Spirit understood the demands of your quest and empowered you with mighty lance blades as arms that allow you to climb walls. To climb, jump onto the wall and then press *CONTROL PAD UP* and *DOWN* to scale and descend. You must then press *B BUTTON* and *CONTROL PAD* away from the wall to jump off. Getting up over the edge of a wall you're climbing requires you to jump up and away from the wall and then immediately back toward the ledge you were holding.

Ceiling Walking: You can also use your blades to hang from the ceiling and "walk" hand-over-hand across ravines and dangerous areas you'd rather not get into. To grab onto the ceiling, jump (*B BUTTON*) and then punch up (*CONTROL PAD UP* and *A BUTTON* together) to dig in – timing is crucial. Once you've grabbed on, use *CONTROL PAD LEFT* and *RIGHT* to move across the ceiling. *CONTROL PAD DOWN* gets you down off the ceiling.

Super Werewolf

Once you become Super Werewolf, all of your powers are at their peak. You are stronger, faster and much more powerful than you were before. While your ANGER lasts, you will be far more destructive than any of Faryan's Death Slaves – so use the time wisely. Once your anger subsides, you'll go back to regular Werewolf status and can again begin gathering white Power Bubbles to build your ANGER back up.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna
— Relocate the NES with respect to the receiver
— Move the NES *away* from the receiver
— Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

LIMITED WARRANTY

Data East USA warrants to the original purchaser only that the cartridge provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the Cartridge to Data East USA or its authorized dealer along with a dated proof of purchase. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

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This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

⚠ WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV ⚠

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

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